

MTEC1001 -Technology Skills Lab

Thursdays, 6:00PM – 8:30PM

Room:V321

Instructor: Jesse Ricke, email :

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COURSE DESCRIPTION

This 1-credit, 3 hour Lab consists of a series of workshops that offer supportive training in current technology and tools. Five workshops are offered for two to three weeks at a time. These workshops cover applications and tools for digital imaging, graphics, video, sound, and interactive design.

GRADING

Grading is based on successful completion of all assignments, class participation and attendance:

If a student misses a class session, it is the student's responsibility to make up any work missed. More than 3 absences will result in an

“F” (Failure). TWO LATE ARRIVALS = ONE ABSENCE.

Homework assignments, excluding the final, will be researched based. The research will be assigned after the relevant technology is introduced. It will be due in the form of an online posting by 12 noon on the Wednesday before the next class. Any homework not turned in at this time will be marked late. Points will be deducted from the late homework. You will not be able to finish your research assignments during class.

In class group work will be judged by adequate completion of tutorial examples based upon a rubric that takes into consideration participation in the discussion of one another's projects. In class solo work will be judged by effort applied, technical understanding & creative use of media resources for the completion of various assignments. The results of solo work will be collected to create a Project Portfolio.

A **final assignment** will be decided based on

work in your Project Portfolio. Plans to improve the Portfolio will be discussed. Improvements are to be implemented before the final class.

Make-ups: If you find that you will not be able to post research by it's due date, it is your responsibility to notify me **PRIOR** to that due date.

RECOMMENDED SUPPLIES

USB Flash Card.

Notebook, pens.

Digital Camera

Thursday, Jan 31

Class introductions

Overview of the course

Research – resources and practices

Workflow - folder structure and organization

ASSIGNMENT (due Wednesday, Feb 6)

Post a bio, picture, and name (your real one or a made up identity) as a blog entry on Open Lab.

Thursday, Feb 7

Image – Photoshop tools for image capture and retouching including color correction, contrast, and effects.

Mood Board - gathering assets and collage tools

ASSIGNMENT (due Wednesday, Feb 13)

Choose 5 new Photoshop techniques and 5 film posters, each demonstrating a technique.
Create a mood board from one poster.

Thursday, Feb 14

Review research as a class

Overview of technical skills to accurately capture digital images using a camera in the studio environment and in the field

Shoot a self portrait formatted as a jpeg. Keep in mind one of your chosen posters.

Jesse - **book cams!**

ASSIGNMENT (due Wednesday, Feb 20)

Find a tutorial instructive of each technique you found the previous week and post them on the course site.

Thursday, Feb 21

In Class Assignment - Emulate chosen film poster through implementation of learned techniques applied to a self portrait. Keep the before and after.

Thursday, Feb 28

Graphics and design tools – Illustrator tools for vector based graphics.

ASSIGNMENT (due Wednesday, March 6)

Choose 5 Illustrator tutorials and 5 magazine ads each demonstrating a tutorial. Post to course site.

Thursday, March 7

Review research as a class and discuss

implementations

Thursday, March 14

In Class Assignment - Emulate chosen graphics and layout through implementation of learned techniques by adding graphics to your portrait.

Thursday, March 21

Interactive media – Dreamweaver tools for content, media, and hyperlink.

In Class Assignment - build a site including examples of content, media, hyperlink

Thursday, April 4

Interactive media – Dreamweaver tools for css and layout. Adobe SmartObjects.

In Class Assignment - continue building site with css and smart objects.

Thursday, April 11

Moving images – Use of digital camera including white balance, exposure, and focus.

Premiere Pro tools for import, transitions, time

control, and color correction

In Class Assignment - create experimental video from archive footage

ASSIGNMENT (due Wednesday, April 17)

Choose 5 Premiere Pro tutorials and 5 music videos, each demonstrating a tutorial. Create a storyboard of a 30 sec sequence from a video. Post all to course site.

Thursday, April 18

Review research as a class and discuss implementations

Thursday, April 25

Emulate a chosen video through implementation of learned techniques applied to an archive video. Keep before and after.

Thursday, May 2

Sound – DAW tools for import, equalization, compression, reverb, time manipulation

Capture – mic selection and placement for

recording

In Class Assignment - create a halloween soundtrack from archive sounds.

Jesse - **make sure sound works in room!**

ASSIGNMENT (due Wednesday, May 8)

Find and download stem tracks from any online remix contest.

Thursday, May 9

Emulate chosen audio piece through implementation of learned techniques applied to stem tracks. Keep before and after.

Thursday, May 16

Reading Day & Portfolio Review – Lab will be open

Thursday, May 23

Final

BIBLIOGRAPHY:

Understanding Your Users: A Practical Guide to User Requirements Methods, Tools, and Techniques, Catherine Courage, Morgan Kaufmann 2004

Digital Video Hacks: Tips & Tools for Shooting, Editing, and Sharing, O'Reilly Media, Inc.; 1 edition, 2005

Principles of Digital Audio, Ken C Pohlmann, McGraw-Hill; 5 edition, 2005

XML: Your visual blueprint for building expert websites with XML, CSS, XHTML, and XSLT, Rob Huddleston, Visual, 2007

HTML Dog: The Best-Practice Guide to XHTML and CSS, Patrick Griffiths, New Riders

Type, Image, Message: A Graphic Design Layout Workshop, Nancy Skolos, Tom Wedell, Rockport Publishers, 2006

Sensation and Perception, Jeremy M. Wolfe, Sinauer Associates Incorporated, 2005

Digital Imaging: Essential Skills, Third Edition, Mark Galer, Les Horvat, Focal Press; 3 edition, 2005 Motion

Design: Moving Graphics for Television, Music,
Video, Cinema and Digital

Interfaces, Matt Woolman, Rotovision, 2004

Sight, Sound, Motion: Applied Media Aesthetics,
Herbert Zettl, San Francisco State University, 2011

Web Resources:

<http://audacity.sourceforge.net>

<http://www.reaper.fm/>

<http://photoarchive.ap.org/>

www.gettyimages.com

<http://www.jupiterimages.com/en/>

www.corbisimages.com

www.prelinger.com

<http://helpx.adobe.com/content/help/en/photoshop/topics/getting-started.html>

<http://helpx.adobe.com/content/help/en/illustrator/topics/getting-started.html>